

◆Touches and Sparks

Touches and Sparks play important roles in the gateball game.

●Touch

A Touch refers to stroking one's ball so that it hits another ball (belonging either to one's own team or the other team). If both the stroker's ball that has been stroked and the touched ball remain in the inner field, the stroker gains the right to spark.

★Hint

Stroke the ball so that both your own ball and the other ball remain on the inner field.



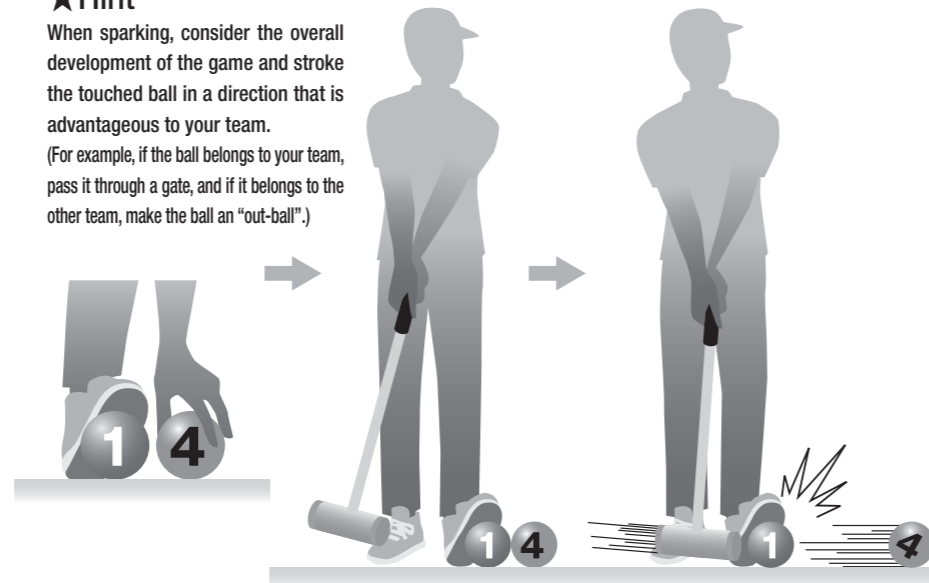
●How to Spark

- ① Pick up the touched ball.
- ② Step firmly on your own ball where it stopped (using your left foot if you are a right-handed stroker).
- ③ Place the touched ball so that it is in contact with your own ball, and in the direction that you want to stroke the ball.
- ④ Remove your hand from the touched ball.
- ⑤ Stroke your own ball so that only the touched ball moves.
- ⑥ Remove your foot from your own ball.

A successful Spark gives the player the right to stroke his/her ball once more.

★Hint

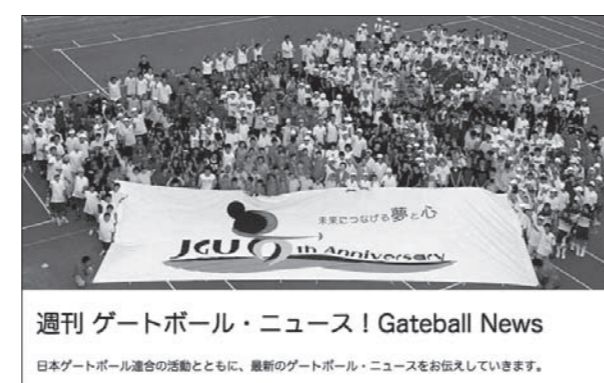
When sparking, consider the overall development of the game and stroke the touched ball in a direction that is advantageous to your team. (For example, if the ball belongs to your team, pass it through a gate, and if it belongs to the other team, make the ball an "out-ball".)



The Japan Gateball Union Website



Weekly Gateball News Blog



Website and Blog Details

The Japan Gateball Union has its own website which provides a range of different information related to gateball, including updates on the world of gateball as well as the results of national championships. For more information on gateball, go to: <http://www.gateball.or.jp/>

The Japan Gateball Union

7F 35 Mori Building, Toranomon 3-4-10, Minato-ku, Tokyo 105-0001 JAPAN TEL: 03 5401 2251 FAX: 03 5401 2252

LET'S TRY PLAYING GATEBALL

Gateball is a sport that everyone
– from children through to adults – can enjoy.
Let's try playing Gateball!

The Japan Gateball Union

 日本財団 助成事業
The Nippon Foundation

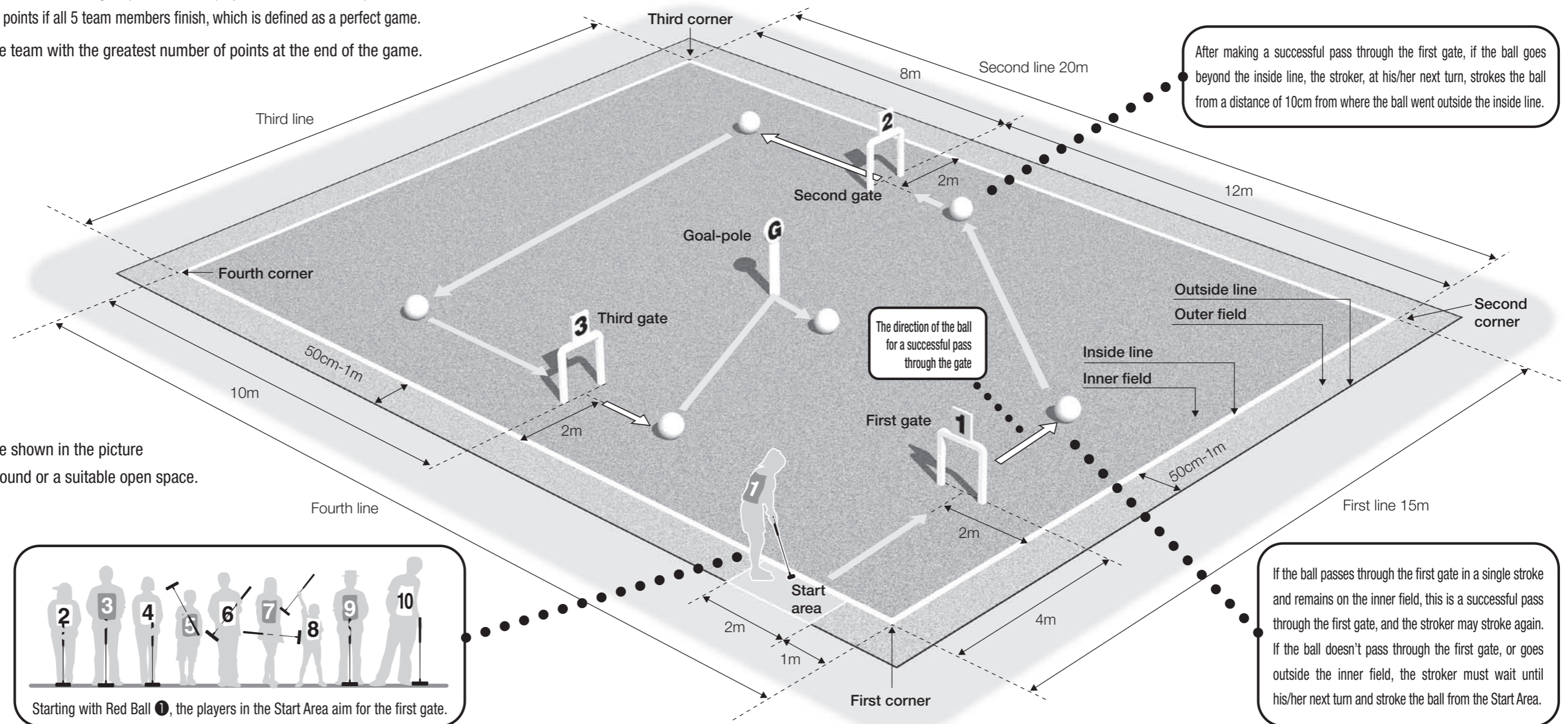
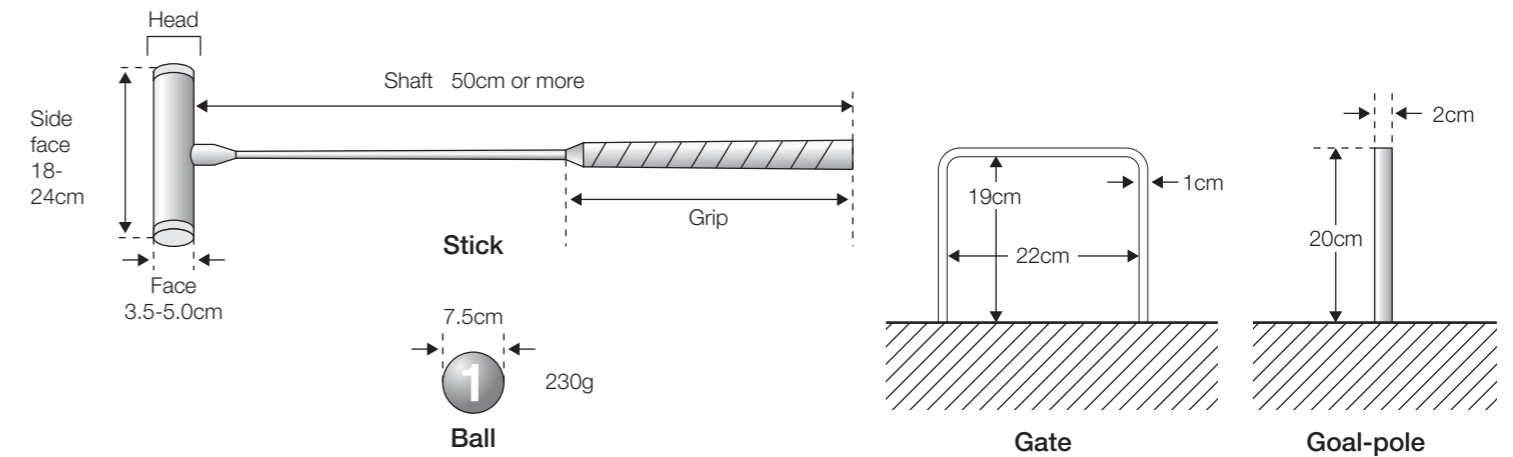
So simple! Learn the rules and start playing!

- Gateball is a game played between two teams, each with 5 players.
- Gateball is a 30-minute game.
- The leading team uses red balls (odd numbers) and the following team uses white balls (even numbers).
- Each ball is numbered from ① to ⑩. It indicates the stroking order which alternates between the red and the white balls. Each player strokes his/her own ball, with the number corresponding to the stroking order.
- The player strokes the ball from the start area towards the first gate to pass the ball through it. Then, the player aims to pass his/her ball through the second gate and the third gate in that order, with his/her play finishing when the ball strikes the goal-pole (refer to the diagram on the right).
- 1 point is awarded each time the ball passes through the first, second and third gates, while 2 points are awarded when the ball hits the goal-pole, so that a player scores a total of 5 points. The team therefore scores 25 points if all 5 team members finish, which is defined as a perfect game.
- The winning team is the team with the greatest number of points at the end of the game.

Points awarded	
Ball passing through the first gate	1
Ball passing through the second gate	1
Ball passing through the third gate	1
Finished ball	2
Total number of points	5

◆ The Necessary Equipment

Gateball requires four types of equipment – the stick, the ball, the gate and the goal-pole – as shown in the illustration below. There are 10 balls – Red ①, ③, ⑤, ⑦ and ⑨, and White ②, ④, ⑥, ⑧ and ⑩.



◆ Court

Create a court like the one shown in the picture on the right in a sports ground or a suitable open space.

